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ARAGORN, LEGOLAS AND GIMLI BATTLE THE URUK-HAI!

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The Creation of Saruman's™ Army

Deep within the pits of Isengard, the evil Saruman breeds an army of vicious Uruk–hai to crush the Free People of Middle–earth. In this Gaming Pack we look at the creation of these mighty Orc warriors.

Beneath Isengard, in vast Orc-infested caverns, the Uruk-hai are bred in birthing pits by the sorceror Saruman. Using an insidious mix of science and magic, he strives to create the ultimate Orc warriors. This terrifying crossbreed of Orcs and Goblin-men does not fear the sun, enabling them to travel during the day. They are braver, stronger and more skilled than normal Orcs. They crave only the flesh of their victims, and will stop at nothing to achieve their master's goals. The birthing pits are maintained by Saruman's Orc servants, and produce fighting Uruk-hai at an alarming rate. The task of over-seeing these pits is a hazardous one, as one Orc discovers when he is throttled to death by Lurtz.

The Uruk-hai are 'born' from their pits at a fast rate, and to equip their rapidly-growing numbers the Orcs of Isengard are manufacturing weapons and armour on a vast scale. The trees surrounding Orthanc have been torn down to fuel the gigantic forges for smelting metal, and Orcish workers man the forges day and night. In a short space of time Saruman's great army is created, and ten-thousand fully armed Uruk-hai march on Helm's Deep.

With this Pack you will receive more Uruk-hai warriors to bolster your forces. Inside you will find the full rules for Courage to use in your Battle Games, and you will be able to follow the thrilling conclusion to our 'Burn the Village!' Battle Report. In Painting Workshop we look at the techniques needed for painting batches of models, so that you can quickly paint an army worthy of Mordor! Finally, in Modelling Workshop, we demonstrate how to make the Rohan houses used in our 'Burn the Village!' scenario.

> *'You will not know pain, you will not know fear. You will taste Man–flesh!'*
>
> SARUMAN™

◄ FIGHTING URUK-HAI

Saruman's fearsome warriors, created using science and sorcery.

Courage

In the epic clash of battle, the day can be won or lost by the bravery or cowardice of the combatants. The rules that follow represent the fact that warriors will not always act as you, the player, might wish them to. There are times when even the bravest warrior would sooner retreat than fight.

In this, the first of our Advanced Rules sections, we look at Courage and the role it plays in your Battle Games. You don't have to use any of these extra rules to play a game, but they will add further depth to the tactical options and flavour of the game. It is a good idea to make sure you are already reasonably familiar with the way the core rules work before using the advanced rules.

In a real life battle it is quite likely that groups of warriors will take heavy casualties, or face overwhelming odds. In these situations, their nerve may not always hold out, and they may choose to flee from their enemies instead of fighting on. To take this into account we use the 'Courage test'. If you're learning the game we recommend you ignore Courage until you're confident with the rules for moving, shooting and fighting. You can always introduce the Courage rules to your games later on.

▲ *Isildur is cornered by the Dark Lord Sauron.*

COURAGE TESTS

When to Test

A warrior must take a Courage test in each of the following situations:

1. When attempting to charge a terrifying enemy.
2. At the start of a move once half its force is destroyed.
3. At the start of a move if the model is on its own.

How to Test

A Courage test is always taken in the same way. Two dice are rolled and the results are added together. The warrior's Courage value is then added to the total. If the total score is 10 or more the warrior passes the test. If the score is less than 10 he has failed the test.

- When a warrior passes the test there is no effect.
- When the a warrior fails the test he retreats as described on page 5.

▲ BRAVE HERO
The mighty warrior Boromir has a high Courage score of 6.

① Charging a Terrifying Enemy

If a warrior wishes to charge a terrifying enemy, a test must be taken as soon as the warrior comes to within 2cm/1" of the foe. If the test is passed, the model can complete its charge by moving into base contact. If it is failed, the model will not charge, losing heart at the last moment. The warrior will immediately retreat as described on page 5.

The ability to inspire terror is a special quality of some monstrous creatures such as Ringwraiths (shown right), Cave Trolls, or the mighty Treebeard. These and other Terrifying creatures will be covered in future Packs.

② Half of Force Destroyed

If half or more of the warriors on your side have been lost, then every remaining warrior must take the test every turn before moving in the Move phase. Carry out the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so, unless already engaged in a fight. Models already fighting when it is their turn to move do not test for courage.

- Any warriors who fail the Courage test will retreat instead of making a normal move that turn. If the test is passed, a warrior can be moved normally.

- Once half the force is destroyed, an army will quickly begin to disintegrate and this is often the moment when a battle is won or lost. Note that models which retreat from the table are counted as casualties, as well as models that have been slain.

③ Models On Their Own

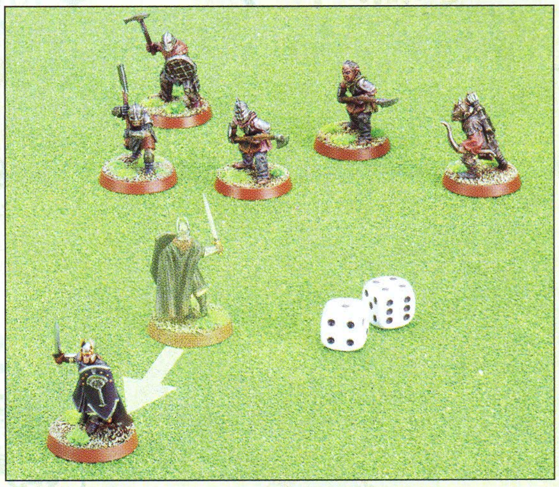
Isolated warriors are less likely to act as you might wish and more likely to avoid combat.

- The Courage test is taken before moving if there are no visible friends within 14cm/6", and at least two visible enemies (within a distance of 14cm/6") for every Wound the model has remaining. For example, a single Hero with 3 Wounds need not take the test when faced by two enemies, but the same Hero with only 1 Wound remaining would have to take the test if faced by two enemies – heavily wounded he is less likely to stand and fight. As ordinary warriors usually have only 1 Wound they must take the test when they are on their own and outnumbered by two to one, or more.

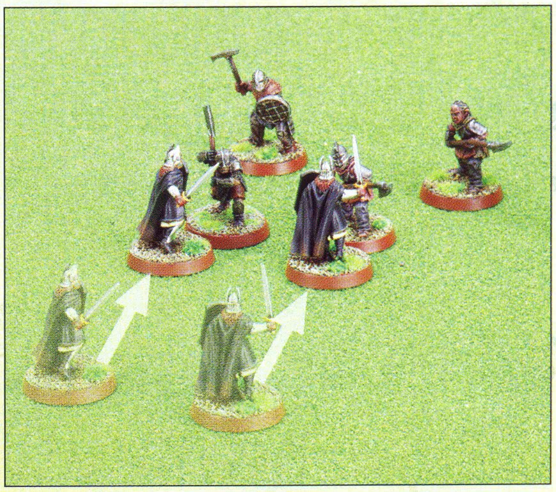
- Carry out the test for each model before it moves. Models that do not intend to move must still test as if they were about to do so, unless already engaged in a fight. Models already fighting when it is their turn to move do not have to test.

- If the warrior fails the test he retreats instead of making a normal move that turn. If the test is passed the warrior can be moved normally.

- A test is not required if a model has already passed a Courage test for half of its force being destroyed. See Testing Twice (pg 5).



◄ ALL ALONE
The Man of Gondor is all alone, and faces six enemies – he fails his Courage test.



► CHARGE OF THE GONDORIANS
Despite being outnumbered, the two Men of Gondor do not need a Courage test because neither of them is alone.

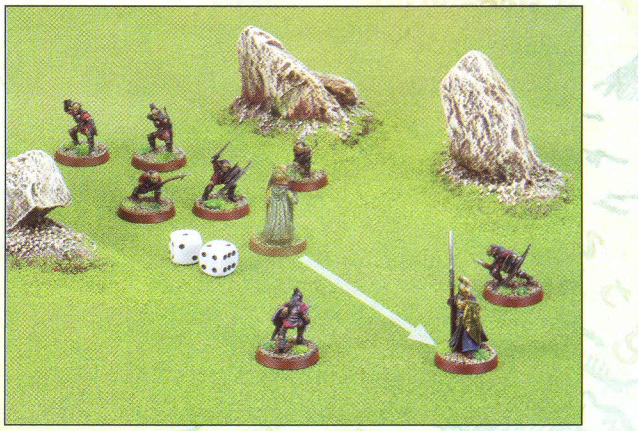
Retreats

A retreat happens as soon as a Courage test is failed. When a model retreats it turns to face directly away from the nearest enemy model it can see, and moves its maximum movement distance in that direction. If no enemy models are visible then the model moves its maximum movement distance toward the nearest table edge, taking the most direct route possible.

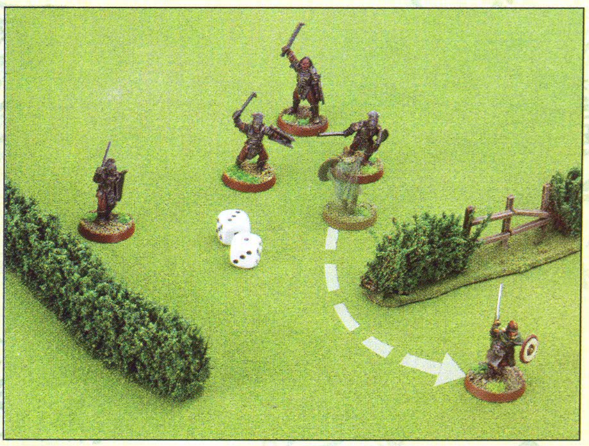
- The retreating model suffers the usual movement penalties or tests for difficult terrain and obstacles. The retreating model can move around obstacles, terrain or other models to avoid them, so long as it finishes its move as far as possible from the enemy model it is retreating from.

- Sometimes a direct move away from the nearest enemy will take a model closer to other enemies as it runs in a blind panic. A model may not move closer than 2cm/1" to an enemy as it retreats – it will always move around enemies in its path and cannot charge them.

- If a model cannot retreat the required distance because its path is blocked by other models, impassable terrain, or any other obstacles, then the model retreats as far as it can. The model is still considered to have expended its full movement distance even if it is unable to move at all – it won't be able to shoot a bow that turn, for example. However, a fleeing model can still use any magical powers it has so long as it can normally use them whilst it is moving. Magical powers will be covered in Pack 12.



➤ BLIND PANIC
The Elf loses his nerve and flees blindly towards more enemies.



◄ FLEE!
The Warrior fails his Courage test, and flees around the barrier.

'Fly, you fools!'
GANDALF™

➤ FIGHTING THE BALROG
The Balrog is a terrifying creature and even the mighty Gandalf must pass a Courage test to charge.

Models That Have Retreated

Once a model has retreated it suffers no further penalty. It is possible for a model to suffer a series of retreats one after the other – in which case it may find itself fleeing from the battle altogether – but a single failed Courage test only ever results in one retreat move.

NB: Any model that fails its Courage test having already approached to within 2cm/1" of a terrifying enemy will effectively move twice in that Move phase – once as it moves towards the enemy, and once again as it moves away from the enemy. Terror can be a highly motivating force on occasions like this!

Fleeing the Battle

If a retreating model's move is enough to reach the table edge, then it will move to the table edge and leave the battle. It will do this regardless of the direction, even if by doing so the retreating model moves closer to the nearest enemy (although it will not move within 2cm/1"). The warrior flees the battle and the model is removed from the game as if it had been slain.

Testing Twice

If half the force is already destroyed and a model is also on its own, there is no need to test for Courage twice. The first dice roll will stand for both tests. This is also the case if a scenario calls for a Courage test before moving – make one test and the result stands for all.

EXCEPTION TO THE RULE

Stand Fast!

The following exception applies only to Courage tests taken because half the army has been destroyed. Heroes, such as Aragorn (Good Hero) and Lurtz (Evil Hero), can motivate ordinary warriors to carry on fighting, despite the carnage all around them. The abilities of Hero models will be discussed in more detail in Pack 11.

Warriors do not have to test their Courage at the start of their move if there is a visible Hero within 14cm/6" who has already tested his Courage and passed. To benefit from this rule, players must test and move their Heroes before testing ordinary warriors. This is entirely up to the player – it is not compulsory to do so – but it does save having to roll for every single model before moving.

COURAGE IN YOUR BATTLE GAMES

Once you have learned the new rules for Courage, you might like to go back to previous Battle Game scenarios and play them again using these rules. The addition of Courage to a Battle Game can make quite a difference to the outcome, as warriors flee when outnumbered, or after their comrades have fallen in large numbers. A great game to replay is 'The Last Alliance' from Pack 2. The Elves are much less likely to run than the Men of Gondor, while the cowardice of the Goblins could be a deciding factor in the outcome of the battle.

◄ LAST ALLIANCE

With the addition of the Courage rules, this game becomes an epic tale of bravery and cowardice!

In Pack 3, 'Pursuit of the Ringwraiths' could have an entirely different outcome. The Courage rules mean that Aragorn could lose his nerve and retreat from the Ringwraiths, or the Ringwraiths themselves could run from the field of battle if Aragorn manages to kill half of them. Trying out the Courage rules on earlier games is a great way to thoroughly learn the rules in preparation for future battles, as well as keeping the scenarios fresh and exciting.

► AMBUSH AT AMON SÛL

The Ringwraiths can strike fear into the hearts of even the bravest warriors.

Burn the Village!

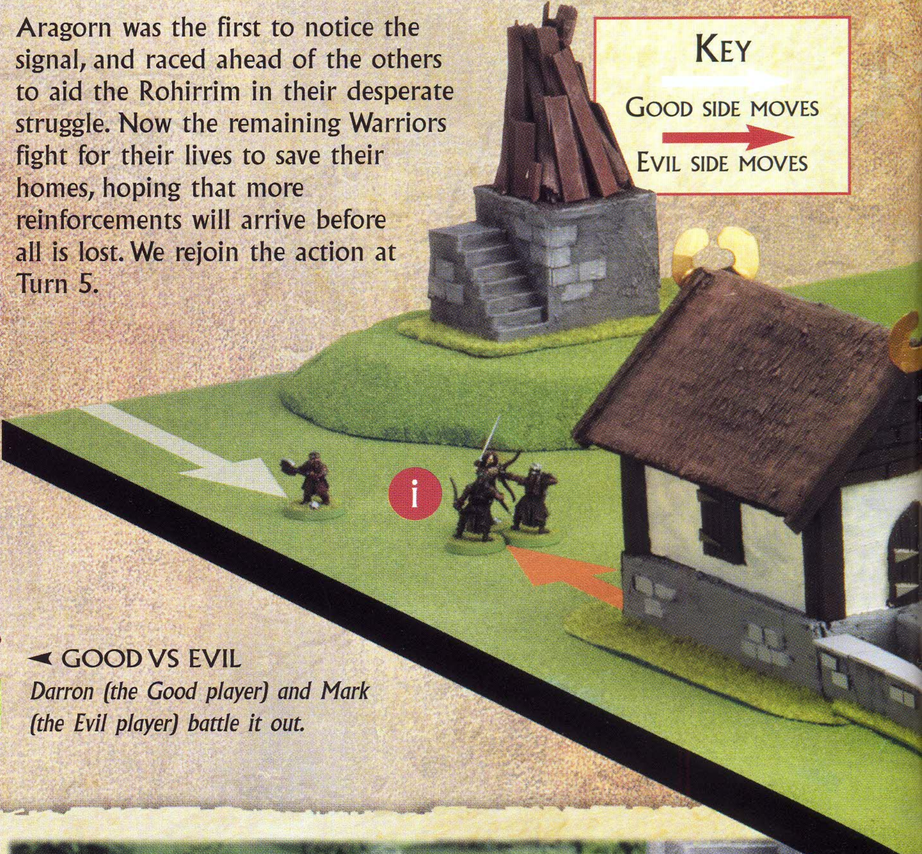
Turns 5–6

In the last Pack, Aragorn had arrived to aid the Rohirrim defenders. In this, the concluding part of our scenario, we find out whether the other heroes of the Fellowship can reach the village in time, or if the Uruk–hai will succeed in burning it to the ground!

Battle Report – Part 2

In the first part of the Battle Report, the Uruk-hai attacked the village walls relentlessly. At first they were beaten back by the staunch defence of the Rohirrim, but soon the defenders tired, and the Uruk-hai began to force their way into the village. The Warriors managed to send a runner to light the warning beacon, and this attracted the attention of the Fellowship.

Aragorn was the first to notice the signal, and raced ahead of the others to aid the Rohirrim in their desperate struggle. Now the remaining Warriors fight for their lives to save their homes, hoping that more reinforcements will arrive before all is lost. We rejoin the action at Turn 5.



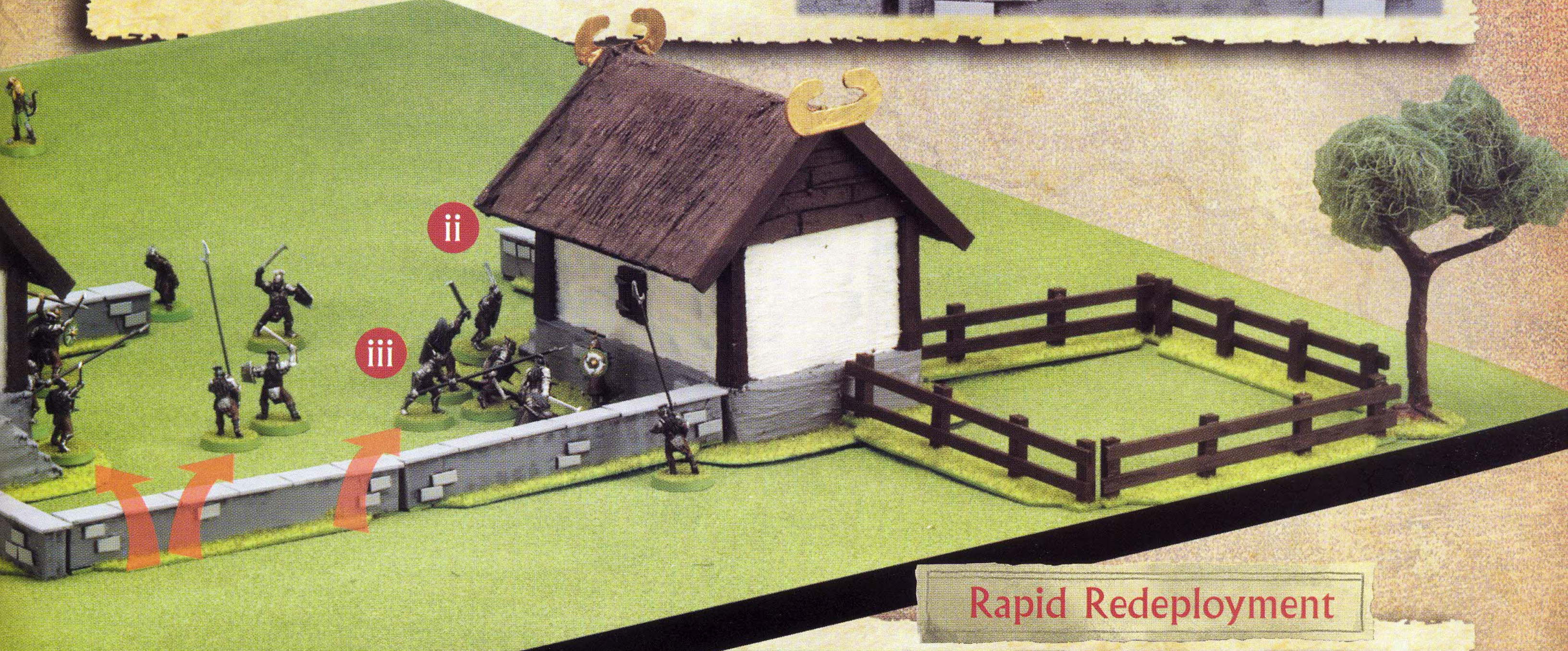
◄ **GOOD VS EVIL**
Darron (the Good player) and Mark (the Evil player) battle it out.

Surprise Defeat!

i Aragorn charged into the two Uruk-hai bowmen nearest to him, confident of victory (a). The other bowman who was in a firing position on the opposite flank shot into the combat, hitting Aragorn but failing to wound. The Fight phase yielded an unexpected result, as the Uruk-hai defeated Aragorn, and managed to score two Wounds! With Aragorn on one remaining Wound, the fate of the Rohirrim seemed almost sealed! Fortunately Gimli had arrived at last, but with his slower Move value of 5, it would be a hard slog across the battlefield before he reached the village (b).

Daring Escape!

ii One of the Warriors raced up the steps of the building on the right (not visible in the main picture), and was immediately charged by an Uruk-hai swordsman. For this game it was decided that the steps should offer a slight advantage in combat, and so only models attacking from the foot of the stairs were allowed to fight the model at the top. The Warrior of Rohan shielded, but still lost the fight. To avoid being counted as trapped, the Warrior chose to drop down over the wall behind the house. Failing to wound, Mark (the Evil side) could only watch as Darron (the Good side) moved his Warrior out of reach, and kept the house safe for at least another turn!



Rapid Redeployment

iii Forced to abandon the walls, the remaining Rohirrim fell back towards the houses to prevent the Uruk-hai from burning them down. Pursuing them relentlessly, the Uruk-hai managed to end Turn 5 with two of their number touching the building on the left, while the Rohirrim still kept them away from the building on the right. Winning priority yet again in Turn 6, Mark rolled two dice to see if the building on the left burnt down. Darron gave a sigh of relief when the dice turned up a 4 and a 5. Failure!

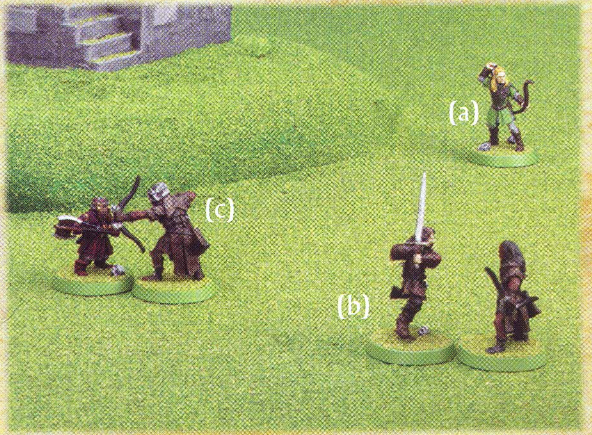
A Crushing Blow

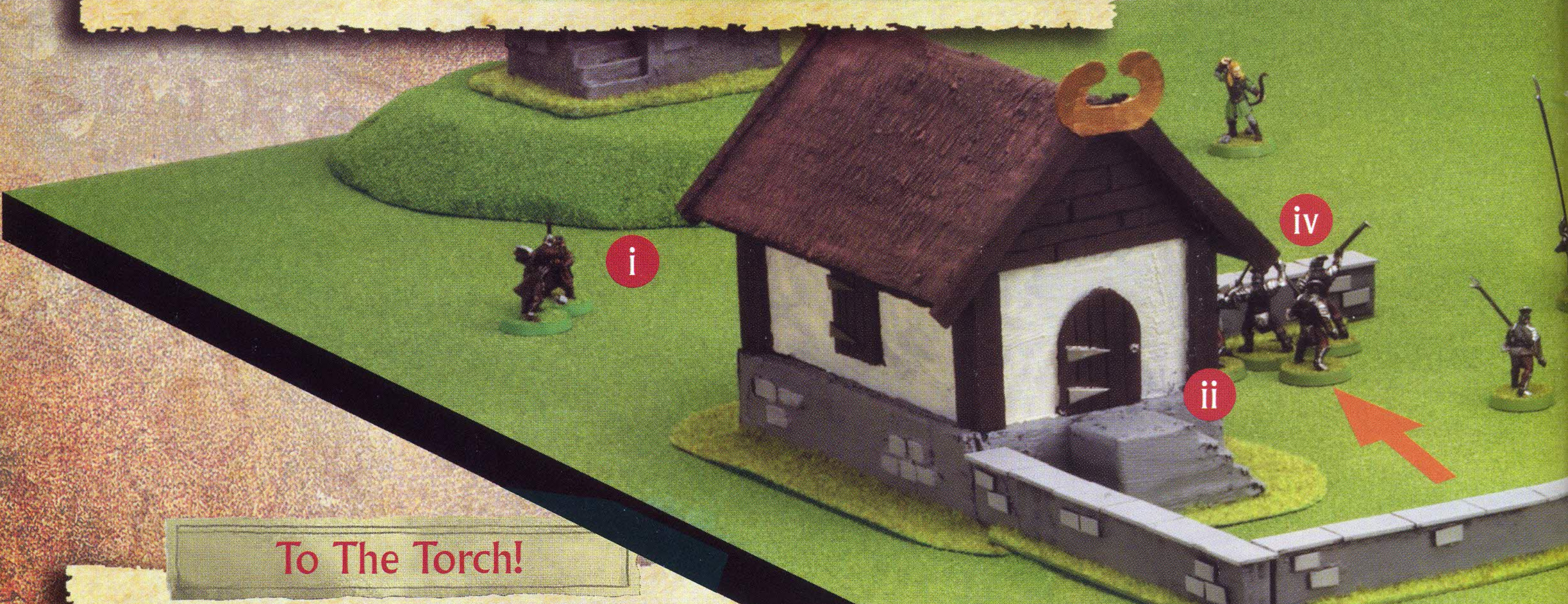
Turns 7–8

Winning priority again on Turn 7, Mark seemed to be in a comfortable position. However, in a Battle Game, the outcome is never a certainty...

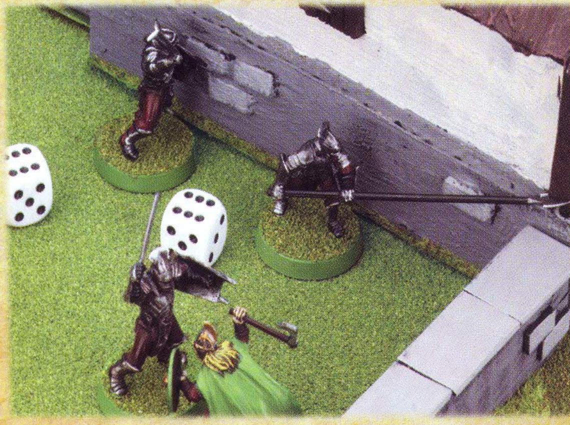
The Fellowship Reunited

i Legolas provided some much-needed support to the defenders, cutting down the remaining unengaged Uruk-hai archer and the pikeman who was caught out in the centre of the village (a). Aragorn (b) took his revenge by slaying one Uruk-hai bowman (obscured on the main picture by the building on the left), while Gimli came to his aid by felling the second with his double-handed axe (c).





To The Torch!



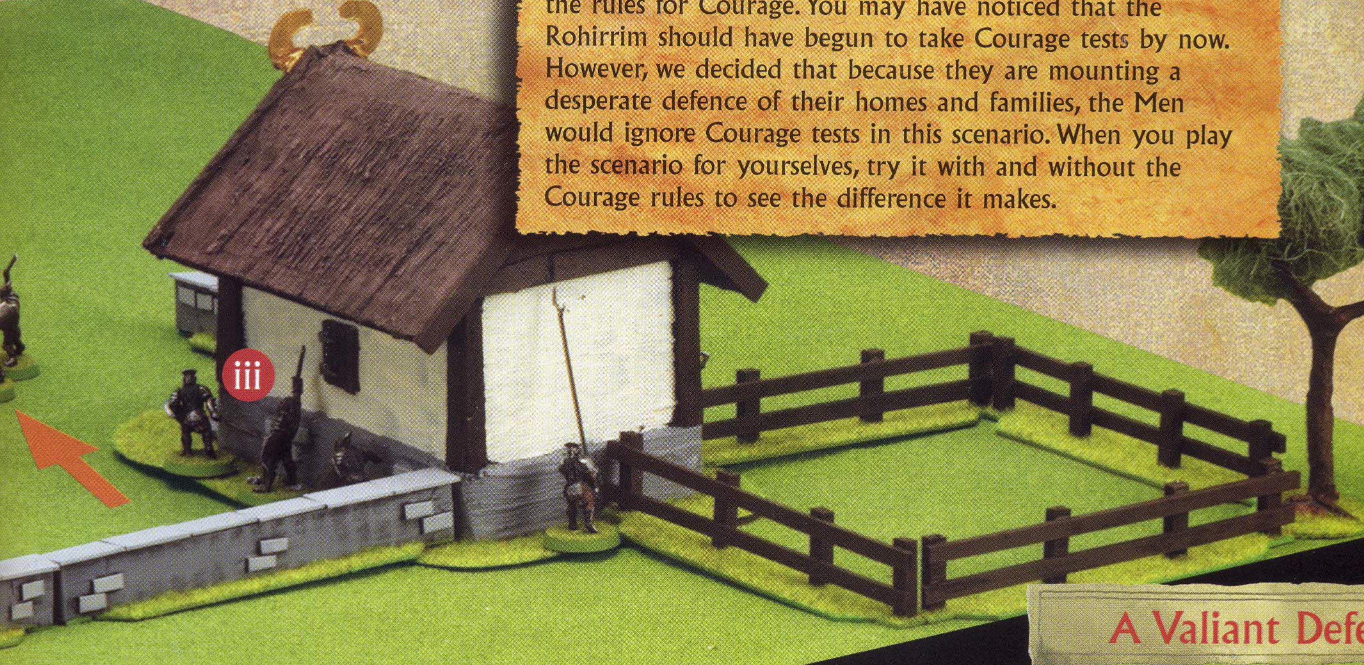
ii Rolling two dice for the Uruk-hai standing next to the house on the left, Mark scored a double-six! This meant that the house had been put to the torch and destroyed. Things were now looking grim for the Men of the Riddermark.

An Untimely End

iii In a bid to protect the house, one of the Rohirrim had backed away to the wall. Charged by the Uruk-hai Captain and three of his warriors, Darron chose to shield, but lost the fight against superior numbers and was trapped. Mark then rolled ten dice to wound the Warrior, scoring no fewer than seven Wounds!

New Rules

In this Pack's Playing the Game (pg2-5) we have presented the rules for Courage. You may have noticed that the Rohirrim should have begun to take Courage tests by now. However, we decided that because they are mounting a desperate defence of their homes and families, the Men would ignore Courage tests in this scenario. When you play the scenario for yourselves, try it with and without the Courage rules to see the difference it makes.



A Valiant Defence

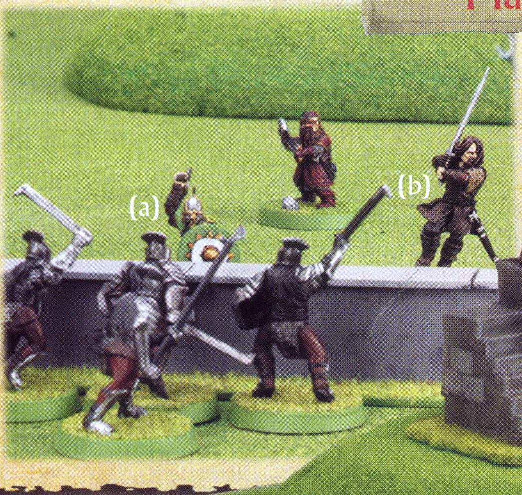
iv The Good side's luck seemed to be improving, as the Warrior in the middle of the village survived an assault by two Uruks. Winning priority for Turn 8, Darron moved the Warrior back towards the outer wall (obscured in the main picture by the house on the left) and leapt over it. Mark immediately charged the Man with three swordsmen and a pikeman, but the Warrior of Rohan held firm, pushing them all back and even killing one in the process!

The Final Charge

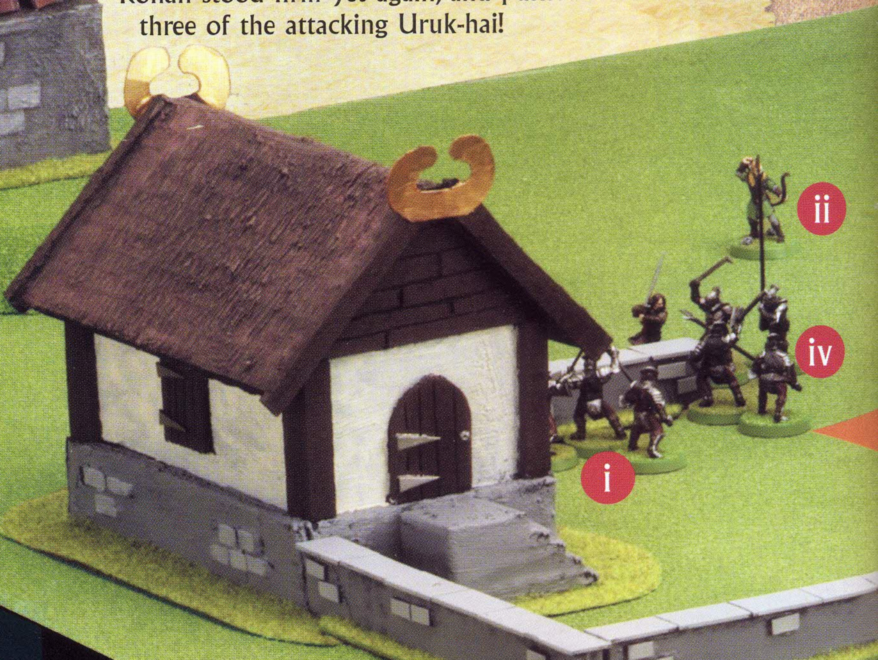
Turn 9

By Turn 9, the result of the game was hanging in the balance. Nine Uruk–hai lay dead, meaning that the Good side (Darron) only needed to kill one more to end the game. However, one building was lost, and a single Warrior was defending the other. If the Evil side (Mark) could hold out for this turn, victory would be his!

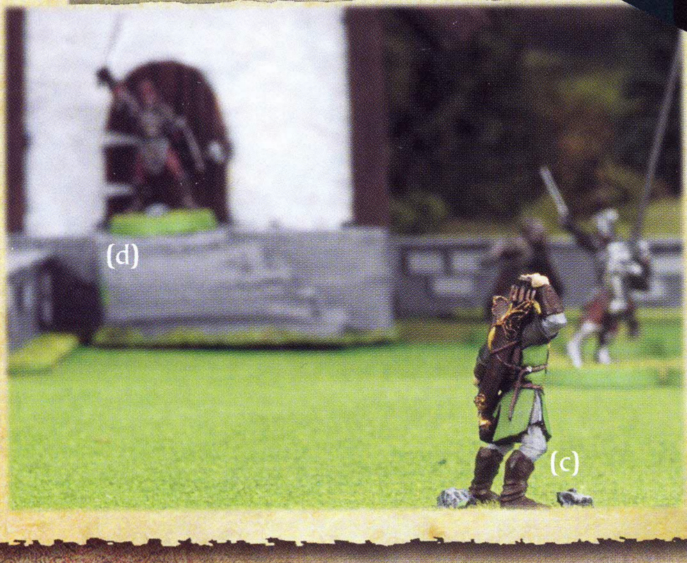
Man the Walls!



i Aragorn moved up to help the warrior on the wall, preventing any Uruk-hai from charging him around the back of the barrier. The rest of the Uruk-hai charged the defending Warrior of Rohan (a) and Aragorn (b), leaving the captain and two others to burn the building if they got the chance. The Warrior of Rohan stood firm yet again, and pushed back all three of the attacking Uruk-hai!



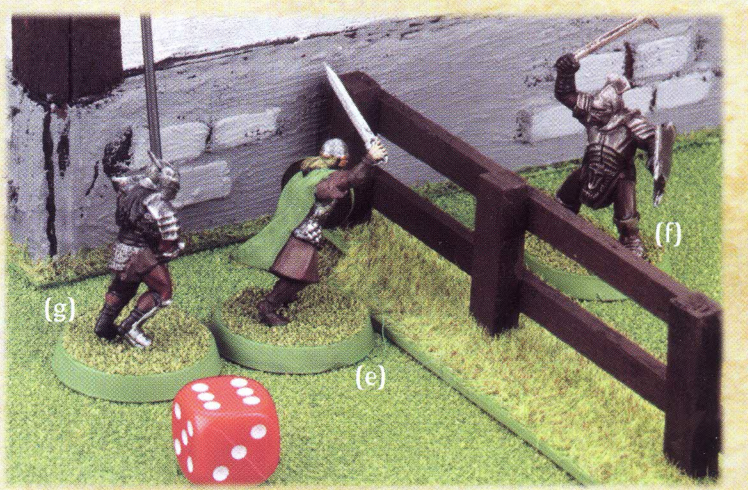
Expert Archery

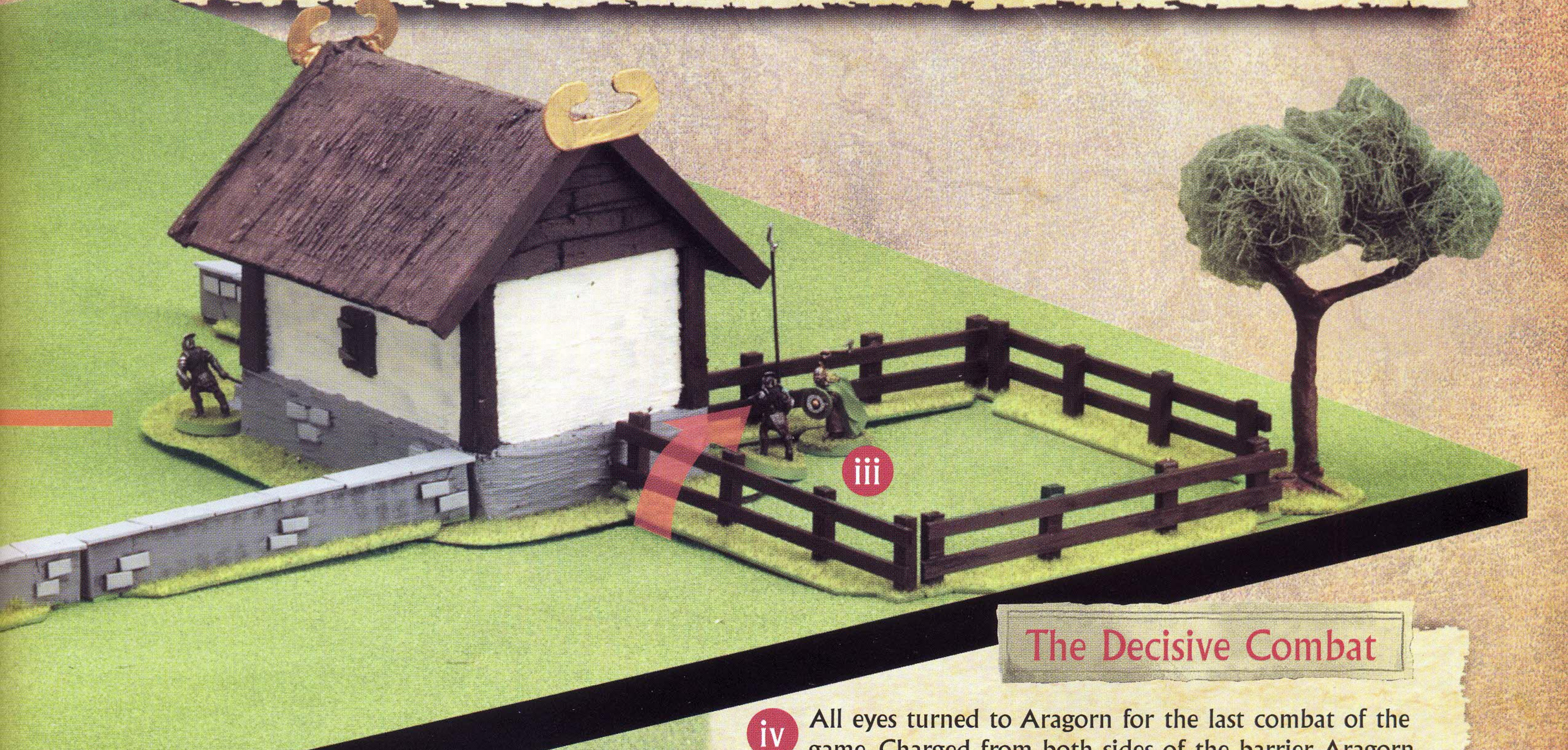


ii Legolas (c) was the only Warrior on the Good side in a position to fire in Turn 9. He could have ended the game by killing the Uruk-hai Captain (d), but managed to score only a single wound against this formidable opponent.

A Desperate Defence

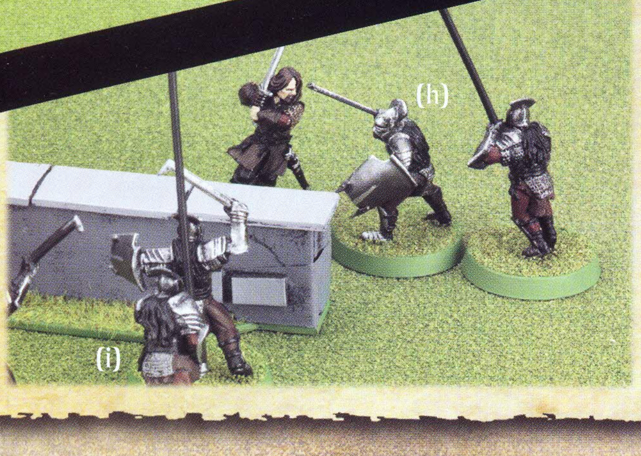
iii The Rohirrim on the right flank leapt over the fence so that he could defend it against his pursuer (e). The Uruk-hai followed and immediately charged into him (f). Unknown to the Warrior of Rohan, an Uruk-hai pikeman was on the other side of the house, having failed to negotiate the fence earlier. Darron knew the pikeman would spend the turn getting over the fence unless it rolled a 6 for its Jump test. However, Mark promptly rolled a 6, and to Darron's horror the pikeman charged into his Warrior from behind (g). In the resulting combat, the Man was pushed away from the house. This meant that next turn, Mark would have at least four Uruk-hai in a position to burn down the building. Mark was almost assured of victory so long as no more of his Uruk-hai died.





The Decisive Combat

iv All eyes turned to Aragorn for the last combat of the game. Charged from both sides of the barrier, Aragorn had to fight the two Uruk-hai behind him first (h). Rolling three 2s, but still managing to draw (Mark rolled a 2 and a 1 for the Uruk-hai), he pushed back the chargers and turned to face the two at the wall (i). Winning easily, he cut down the Uruk-hai swordsman with a roll of a 6.



The Result

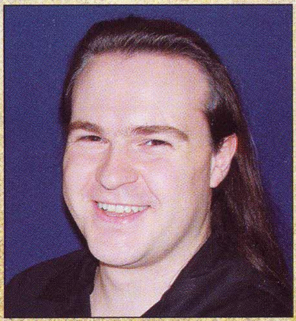
After a hard-fought battle, Mark had burnt down one of the buildings of the Rohan village, but Darron managed to kill ten of the Uruk-hai attackers. The result was a draw!

Conclusions

With the game over and the result decided, it's time to look at Mark and Darron's final thoughts on the battle. Did everything go according to plan? Is there anything they would have done differently? The answers to these questions provide a valuable insight into the decisions players have to make during their Battle Games.

THE FORCES OF GOOD

Darron – 'My Warriors of Rohan didn't die in vain – with the help of the Fellowship they managed to drive away the attackers. It looked promising in the first few turns, as my warriors manning the walls were able to hold back Mark's evil horde. Defending a wall gave me a big advantage, evening things out, so even though the Uruk-hai won plenty of fights, they were unable to strike at any Rohirrim because the wall kept getting in the way. Once they broke through my defences though, it was a different story.'

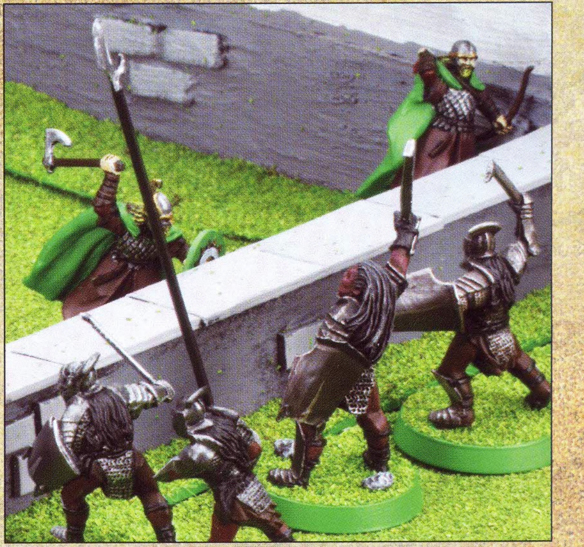


◄ THE GOOD SIDE
In our 'Burn the Village!' scenario, Darron Bowley played the Good side.

The Uruk-hai Close In

'With the Uruk-hai running rampant throughout the village, my only hope was to kill enough of them before they wiped me out and torched both the buildings. This proved futile as the Uruk-hai whittled down my warriors from twelve to three in the space of six turns! It wasn't long before one building was burning.

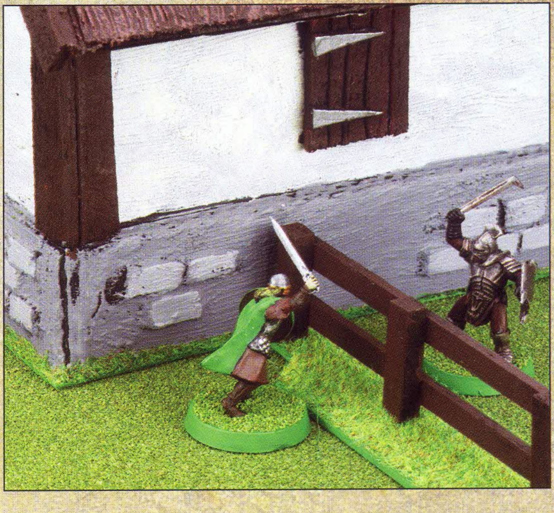
With the arrival of the Fellowship things looked more promising – they just needed to reach the village. Mark's tactic of delaying the Fellowship worked. They didn't reach the village until the very last turn, and Aragorn only had one Wound left! But once he got there he saved the battle for me by killing the last Uruk-hai I needed to draw the game.'



◄ HOLD THE LINE
The Rohirrim's initial defence held back the Evil horde.

Hero of the Day

'The warrior I was most pleased with has to be the swordsman who prevented the other building from being burnt. His fighting retreat up and over the steps of the building followed by the chase around its rear prevented the Uruk-hai from putting it to the torch. This allowed Aragorn the time he needed to reach the fight and snatch a draw from the jaws of defeat by the narrowest of margins.'



➤ HEROIC FIGHT
This lone warrior saved the day, preventing the remaining building from being put to the torch.

THE FORCES OF EVIL

Mark – 'This was a very hard-fought game indeed, and in the final turn it could have gone either way. If it wasn't for Aragorn I'd have seized a victory. With hindsight I think my Uruk-hai performed quite well, although their inability to break the Rohirrim defence in the early turns cost me dearly. If they could have made it over the wall earlier, I would have had more chances to burn the first building down, and probably wouldn't have needed a second attempt.'

Fatal Error

'If anything, my main mistake came about because my Uruk-hai were a bit too good in combat. I got ahead of myself, and having wounded Aragorn twice earlier with some lucky blows, I became convinced I could kill him in Turn 9. However, it's never a good idea to charge a powerful Hero with normal warriors, especially not one with a Fight of 6 and 3 Attacks! As it turns out, Aragorn was the only model to kill anything that turn, so if I'd avoided him I would probably have won. I had at least 4 Uruk-hai waiting to burn the other building, so it would all have depended on the next Priority roll.'

Champion Bowmen

'Rather than looking at what might have been, let's concentrate on the good points! The Uruk-hai bowmen performed admirably, and although they didn't kill the runners in time, they did at least slow down Aragorn and Gimli, even wounding Aragorn twice! Having a shoot-out with Legolas was probably a bad idea though!

Charging the escaping Warrior of Rohan in the final turn was a bonus. Darron discounted my pikeman, and when I rolled a 6 for his Jump test I knew that I could actually win the game. Instead I was foiled by the Fellowship – but I will have my revenge! Darron and I plan to replay the battle, and we'll probably swap sides to see how I fare with the Good warriors. I would heartily reccommend trying this out, as then you get to see the battle from both points of view. This will help you to learn your opponent's strengths and weaknesses for future games.'

▲ THE EVIL SIDE
Mark Latham controlled the Evil Uruk–hai horde in the Battle Game.

▲ URUK-HAI BOWMEN
The real champions on the Evil side were the bowmen, wounding Aragorn twice and slowing down Gimli.

Alternative Approaches

Riders of Rohan

The 'Burn the Village!' battle is great fun and it can be played several times with varying results. We also plan to re-fight this scenario using alternative forces, such as replacing the Fellowship with Riders of Rohan. These models will be available with future Packs, and make for a very cinematic game as the cavalry gallop into the village, crashing into the Uruk-hai pikemen. As you will learn in forthcoming Packs, cavalry charges can be devastating when timed well, and can make this scenario play very differently.

➤ CAVALRY CHARGE
The Riders of Rohan sweep aside the Uruk–hai invaders!

Batch Painting

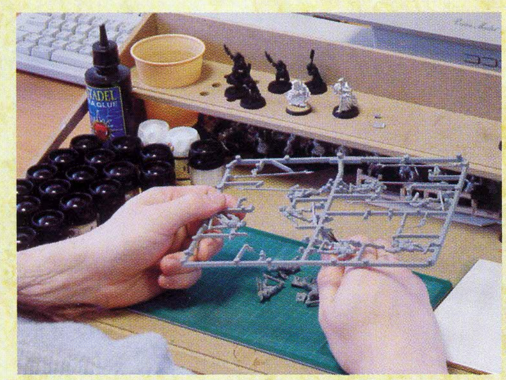
Many Battle Games are played with lots of models on each side. The techniques introduced in this Pack can help get your forces painted and onto the battlefield quickly.

Painting an Army

In this Painting Workshop we take a look at 'batch painting'. Batch painting is a term used for painting several models at once. Heroes like Aragorn and Lurtz are unique characters and as such deserve special attention when painting them. Other models such as Moria Goblins, Men of Gondor or the Warriors of Rohan are numerous. Devoting the same attention to detail to these as you would to a character model may become very time consuming. We are going to look at a collection of techniques and short cuts that will help speed up the process of painting large numbers of models. These new techniques could be put into practice as you paint the new Uruk-hai models you will have received with this Pack.

◄ INTO THE FRAY
An Uruk-hai force marches to battle.

PAINTING ESSENTIALS



Preparing Your Models

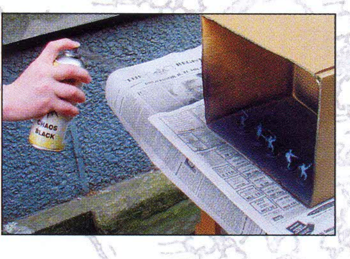
When batch painting it is generally a good idea to work on several models of a similar type. For example, choose the Uruk-hai swordsmen or the pikemen. Assemble them and trim off any flash one at a time. Finally, undercoat them all together. You can undercoat all your models by hand, but this can be very time consuming. Spray paint is by far the fastest way to undercoat when you have lots of models to do.

▲ MAKING THE CHOICE
Every model is different so there can be no hard and fast rules on batch painting. What works for the Uruk-hai may not work for the Warriors of Rohan. Use your own judgement to decide which techniques are applicable to the models you are painting.

► *Five to ten models is a good number to paint at one time. These Uruk-hai swordsmen are based and ready to undercoat.*

① Spray Primer

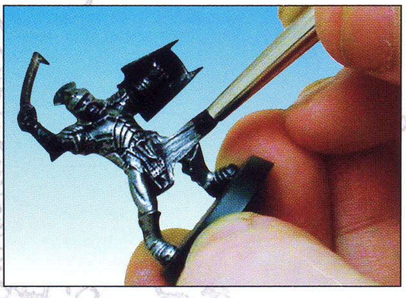
Sprays save a tremendous amount of time when undercoating. Always spray outside or at the very least in a well-ventilated area such as a garage with an open door. Line up your models inside a box and cover the area with newspaper (in case some spray misses the box). Hold the can about 30cm/12" from the models and spray on several light coats. When one side is dry, turn them around and spray the other. Any areas the spray misses can be touched up with black paint.



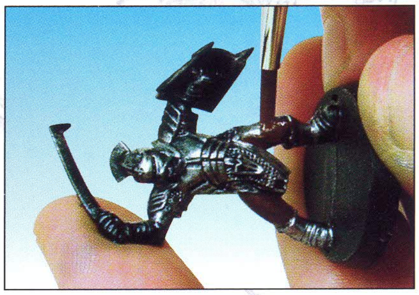
◄ Use quick, light bursts of paint to avoid obscuring any detail.

② Where to Start

A good place to start batch painting is with the area that will be the messiest to paint. This will often be the armour or chainmail as they both use the dry-brush technique. If you dry-brush the models one after the other, you will find that your first model is dry by the time you finish on the last. Dry-brushing first means you don't have to worry if any paint strays onto other areas of the model, as you can paint over any mess at a later stage.



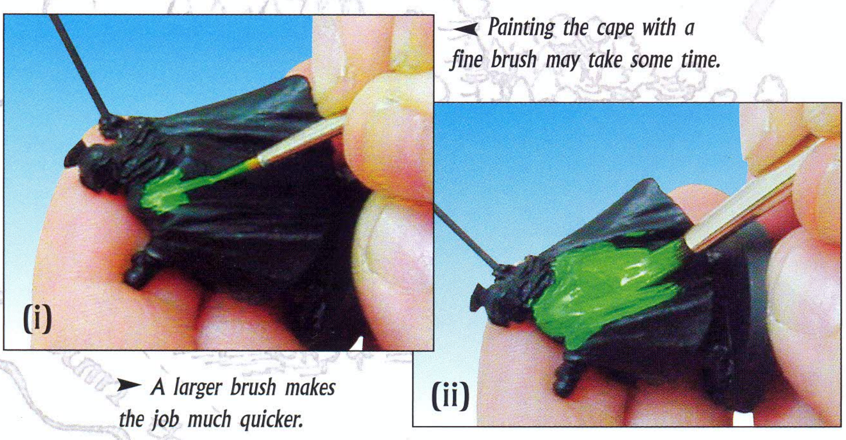
▲ Paint has accidentally strayed onto the Uruk-hai model's leg.



▲ Painting the flesh colour onto the leg covers the dark metal paint.

③ Choosing the Right Brush

Different-sized brushes are useful for different jobs. For example, it will take you a lot longer to paint a large Rohirrim cloak with a fine detail brush (pic i) than it will with a larger brush (pic ii). Choose a brush that you feel is appropriate for the area that you are painting. Games Workshop has a range of paintbrushes and so do most art shops. It's a good idea to have several different sizes available when painting any model.



◄ Painting the cape with a fine brush may take some time.

► A larger brush makes the job much quicker.

④ Mixed Paints

When using a blend of colours, mix enough for all the models you are painting. Avoid your mix becoming too dry and thick, as this will obscure detail. Keep the same consistency by adding small amounts of water as needed. For certain colours you may find it convenient to buy a pot of that particular tone rather than mixing it all the time. Uruk-hai armour is a good example of this. Instead of mixing black and silver, you could just use a ready mixed dark metallic colour straight from the pot.

BOLTGUN METAL

► Games Workshop's Boltgun Metal paint is ideal for Uruk-hai armour.

⑤ Stage by Stage

The essence of batch painting is to simply paint the same stage on all your models, before starting on the next stage. With your Uruk-hai, for example, paint the armour on all of them before you start to paint any flesh. This way you form a sort of production line, whereby the first model is dry and ready for the next stage as you finish on your last model. Repeat this process for each stage. You should find that using this method takes less time than painting each model separately.

◄ Once you get into the flow of batch painting you'll find you have a force ready for battle much quicker than before.

A Rohirrim Building

In this Pack's Battle Game, Saruman's Uruk–hai attack the farms and homesteads of Rohan with ruthless efficiency. These pages will show you how to create a Rohirrim building for use on the tabletop.

Creating a Rohan Homestead

This Pack looks at how to make a basic building for use in your Battle Games. We will be showing you straightforward techniques that will allow you to create a Rohan homestead, but with a little experimentation you could create buildings from anywhere in Middle-earth. The most distinctive features of a Rohirrim building are is its thatched roof and wooden beams. To create the thatch you will need some plaster-filler, the same material we used in Pack 6's Modelling Workshop. The beams are made from balsa, the same soft wood that we used to make fences in Pack 7.

◄ ASSAULT ON ROHAN
Saruman's army of Uruk–hai put a Rohirrim village to the torch.

YOU WILL NEED

- A SMALL CARDBOARD BOX
- THICK PACKING CARD
- THIN CARDBOARD
- READY-MIXED FILLER (POWDERED PLASTER FILLER CAN BE USED AS A SUBSTITUTE)
- BALSA WOOD
- BLACK, WHITE, BROWN AND YELLOW ACRYLIC PAINTS
- LARGE PAINTBRUSH
- A CRAFT KNIFE, STEEL RULE AND CUTTING MAT
- SCISSORS
- MODELLING SAND
- STATIC GRASS
- PVA WOOD GLUE AND SUPERGLUE

All available from Games Workshop or your local DIY store

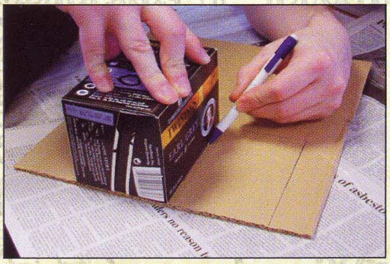
1 Basic Box Shape

This is the easiest part. Find a cardboard box that is roughly 'house-sized' when compared to a miniature. As you will be taking all your measurements from this box it can be any size you like, from a small hut to an impressive long hall. To start with we recommend a relatively small building. Once you have your box, mark the bottom, top and the front with a felt-tip pen. This will come in useful later.

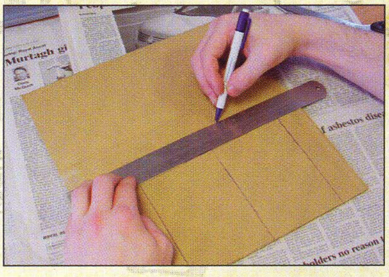
This box looks about the right size compared to a model warrior.

2 Preparing the Roof

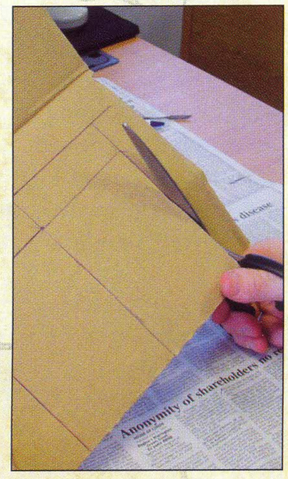
Place the bottom of the box down on thick corrugated packing card. Place it so that the length of the box runs in line with the corrugation and not across it, and then draw around your box. Next, slide the box along, so that it is side by side with the square you have just drawn, and draw round it again. You should now have an oblong shape with a line in the middle, but it still needs to be a little bigger. Put your ruler along the edge of your oblong so that it forms the top of a 'T' with the line in the middle. Draw along the ruler and then extend the ends of your oblong to meet this new line. Cut out this new oblong shape – it will become the roof in Step 8.



Place the length of the box in line with the corrugations.



Extend the length of the roof the width of a ruler.

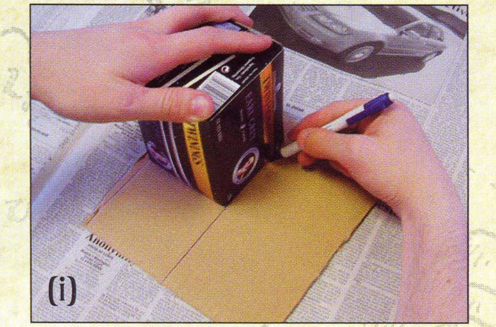


Once this piece is cut out place it safely to one side.

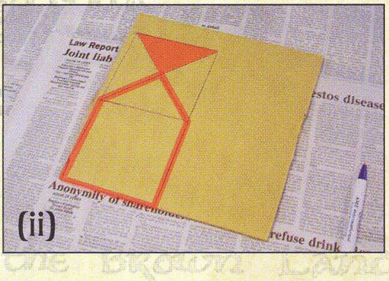
3 House Ends

To make the distinctive sloping roof look convincing, follow this step closely. Place the front end of your box onto your thick packing card and draw round it, creating a square shape. Slide the box along the card until the bottom edge of the box is flush with the top edge of the square (pic i). Then draw around the box again. You should now have two squares, end on end. In the second square, draw lines with a ruler from each corner to the opposing corner.

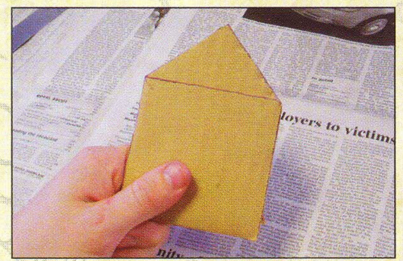
Now cut out the end-of-house shape (marked in orange on pic ii), leaving one triangle joined to the square. Keep the other triangle we have marked in orange, and put it to one side as it will come in useful later. Using your square with a triangle on top as a template, draw around it and cut out a second, identical wall-end. Finally, glue both wall ends onto your box at the front and back end, so that the triangle is sticking up at the top.



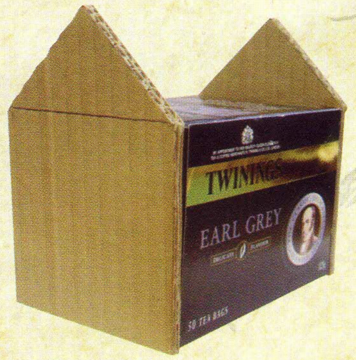
Hold the box steady as you draw around it.



This has created four triangles. Remember to keep the orange triangle after you have cut them out.



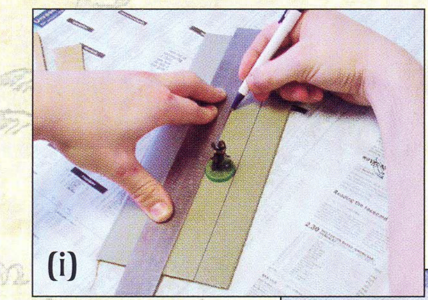
A finished wall end.



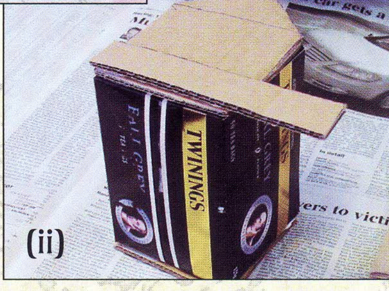
With the house ends stuck on you can now clearly see where the roof will sit.

4 Stone Foundations

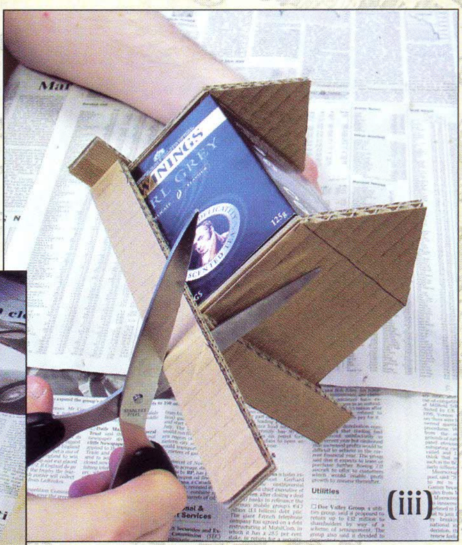
With your scissors, cut four strips out of your packing card. Make them all longer than the longest edge of your box and wide enough to look like stout foundations (pic i). Take one strip and glue it to your box. Place it so that it is flush with the bottom and one side (pic ii). The end of the card strip should stick out past the other end. Now glue the next strip so that it butts against the first, whilst still remaining flush along the bottom. Repeat this with the remaining two strips. When the glue is dry, trim away the excess card with some scissors (pic iii) and cover the edges with masking tape.



Use a model's base as a guide for the width of the foundations.



Excess card can be trimmed away later.

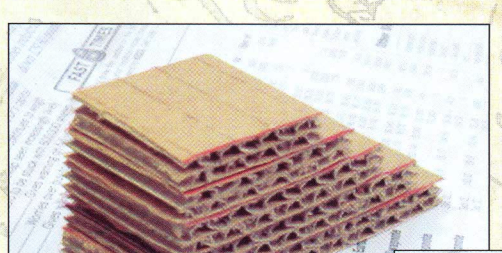


Trim away the excess card with scissors.

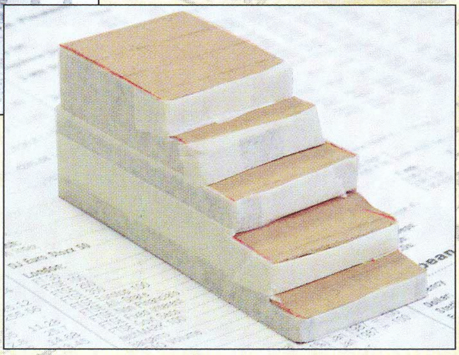
5 Steps and Bricks

To make the steps, first cut out strips of packing card and stick them one on top of the other, making a rough step shape. Next, use masking tape to cover all the gaps. Glue this to the front where you want your door to be. At this point you can add card bricks to the foundations if you like, similar to those used on the wall in Pack 7.

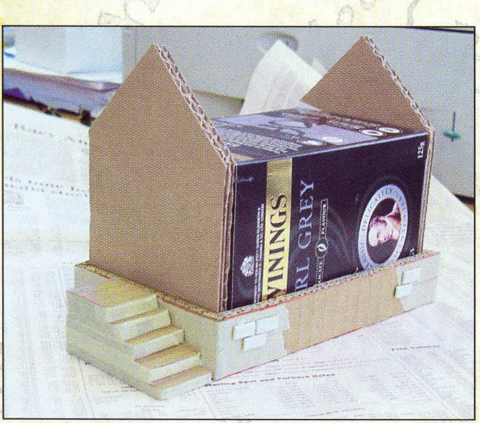
Before moving on to the next step it's a good idea to add texture to the building. Use plaster filler in exactly the same way as described in Step 7 of Pack 6's Modelling Workshop.



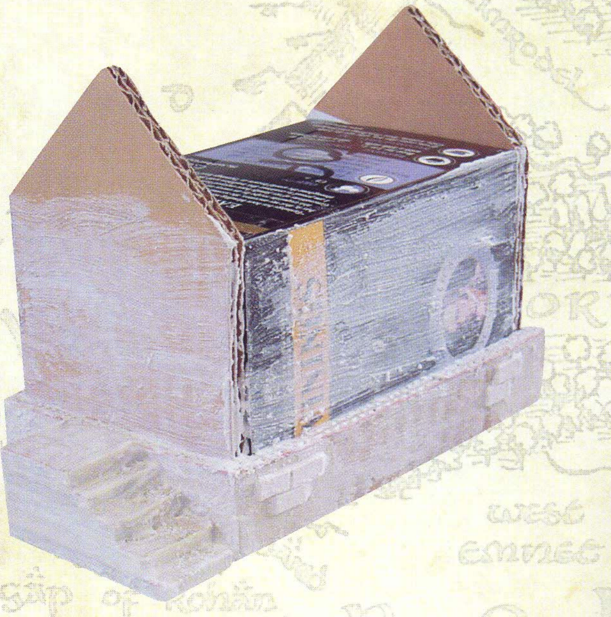
Use enough strips of card to make the steps reach the top of the foundations.



A few strips of masking tape cover any gaps.



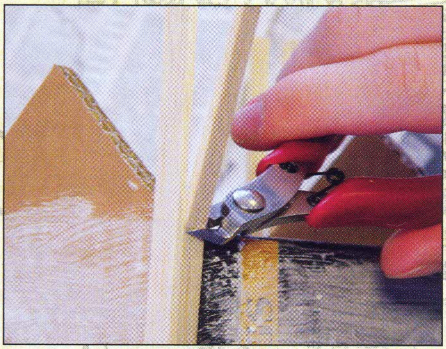
With the stairs and bricks added, the building is starting to take shape.



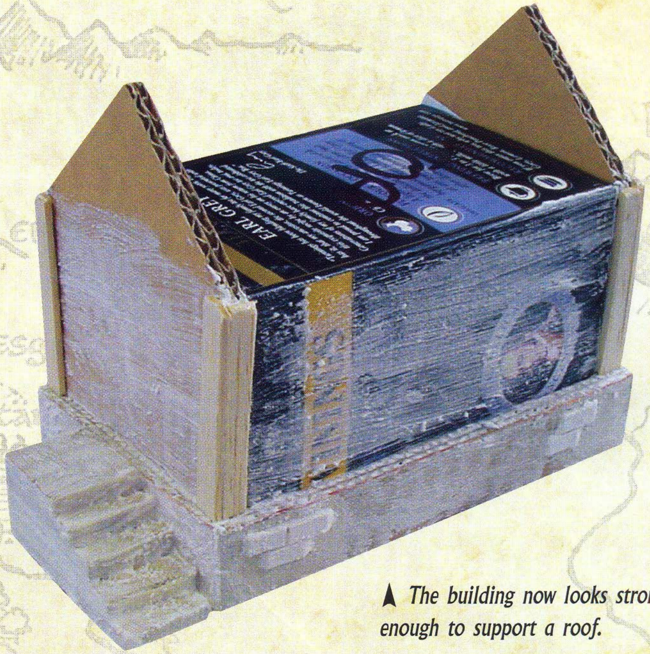
When the plaster filler is dry, you're ready for the next step.

6 Wooden Supports

Cut some balsa wood into strips with a craft knife, making them thick enough to look like sturdy beams. Glue them onto the corners of the building. Trim away the excess wood that sticks up.



Hobby clippers are suitable for snipping off the excess wood.

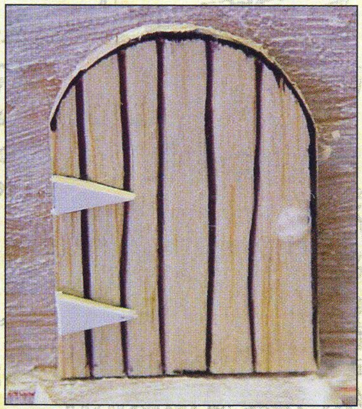


The building now looks strong enough to support a roof.

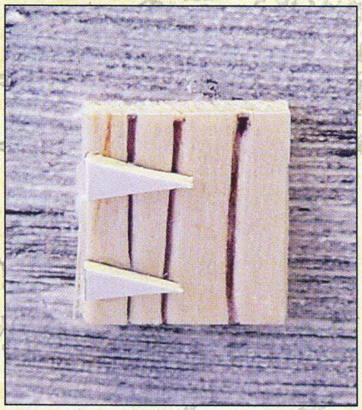
7 Doors and Windows

To make the door, cut a rough door shape out of balsa wood. Make it big enough so that it looks like a model could fit through. With a pen, press hard and draw lines down the front of the door. This gives the impression of wooden timbers. Next, glue the door above the steps. Make the window shutters in exactly the same way, but cut them small enough to look like windows. Glue these in the middle of the side walls. If you wish, you could also glue on small strips of thin card to represent hinges.

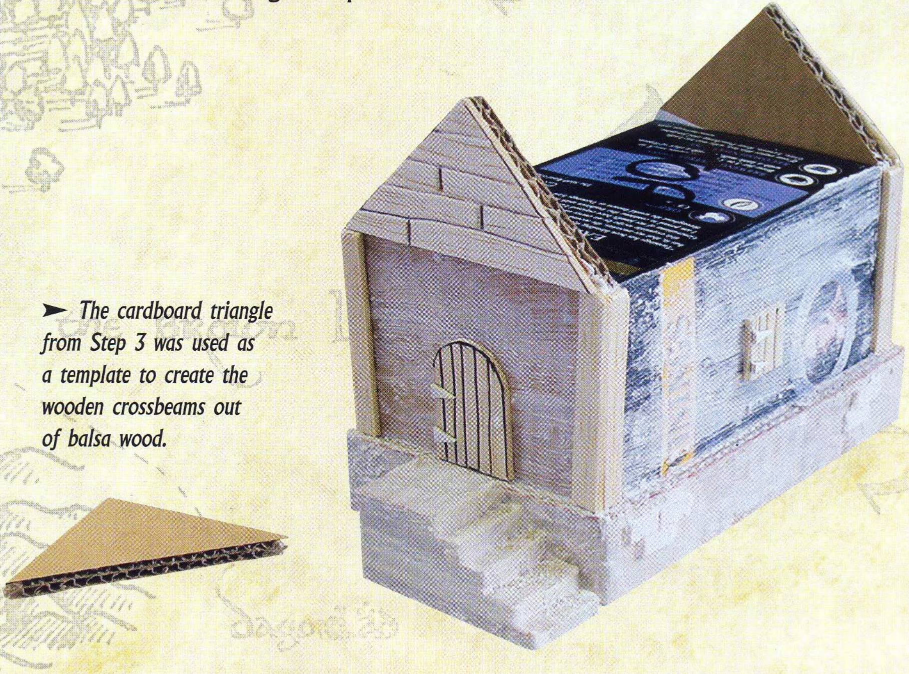
Using the triangle piece you kept from Step 3 as a template, cut out two triangles from the balsa wood. Draw horizontal lines across them in the same way as you did for the door, to represent planks. Finally glue them to the front and back of your building so they fit flush against the triangle shapes on the card wall-ends.



The finished door. A small blob of PVA glue was used to create the door handle.



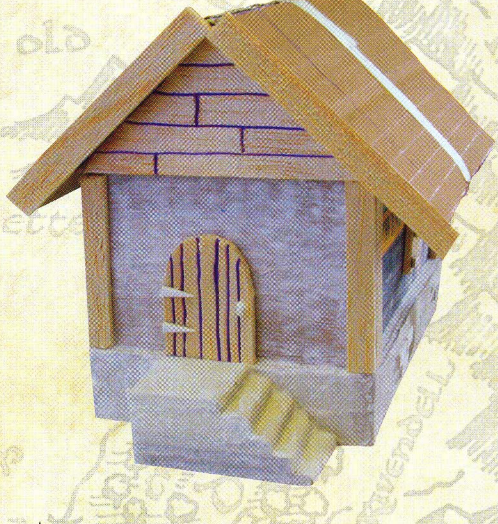
To add detail, small card hinges can be stuck onto the shutters.



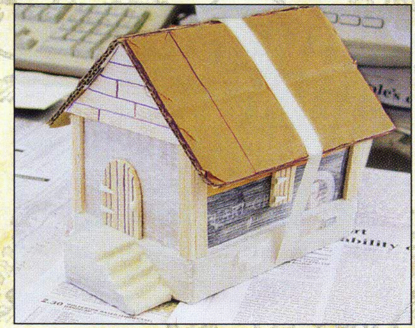
The cardboard triangle from Step 3 was used as a template to create the wooden crossbeams out of balsa wood.

8 Roof Frame

Now it's time to start building the roof. Take your oblong from Step 2 and score along the middle line with a craft knife. Scoring means gently cutting across something without cutting through it. You should now find the oblong folds with ease. Glue this folded oblong into place as shown and hold it there until it sticks. Next, cut four long strips out of balsa wood, making each about 1cm/½" in width. These will be the beams on the end of the roof. Glue them in place and trim away any overhanging wood so that they are a reasonable length.



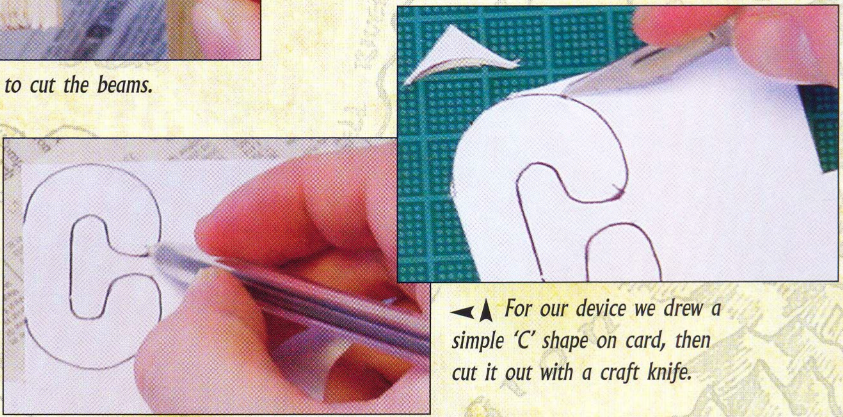
▲ *The house with the roof beams stuck in place.*



▲ *Use a strip of masking tape to hold the roof in place until it is dry.*

▲ *Use clippers to cut the beams.*

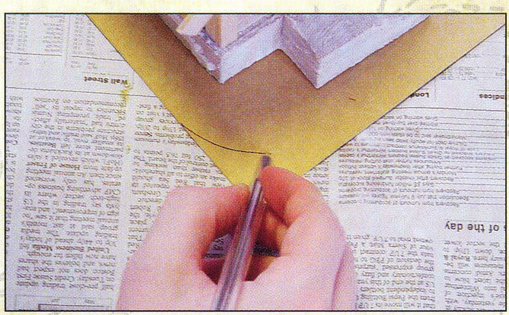
Finally, cut a device out of card to glue to the top of the roof. Each device is unique to the family who lives in the house so it can be whatever you like, from simple shapes like squares and triangles to more elaborate designs like horses heads or snakes.



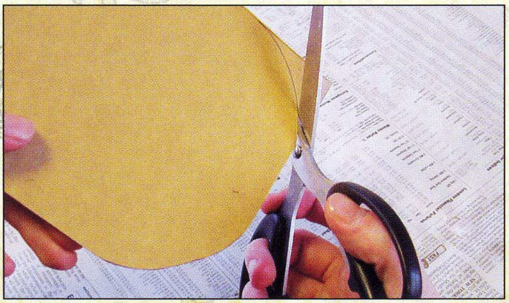
◄▲ *For our device we drew a simple 'C' shape on card, then cut it out with a craft knife.*

9 The Base

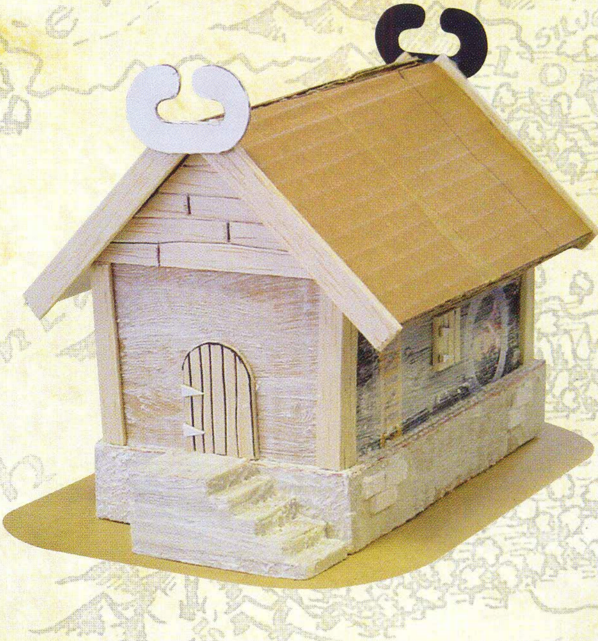
Using the building as a template, draw a rough area around it onto a piece of card to create the base. Make the base slightly larger than the building itself so it will be stable. Cut out the base with scissors and glue the building on with PVA glue.



▲ *Use the building as a template.*



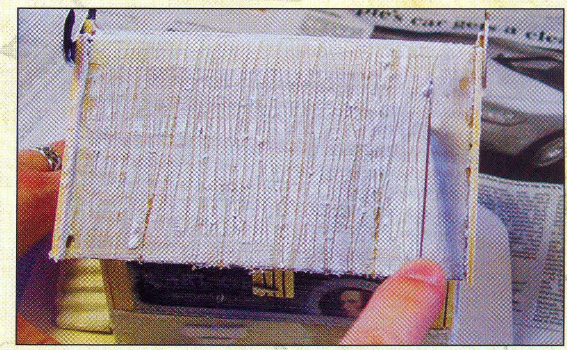
▲ *Scissors are easier to use for cutting out bases.*



▲ *The building just needs a thatched roof and it will be ready to paint.*

⑩ Thatching the Roof

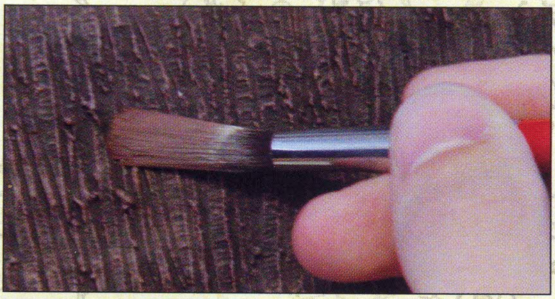
For this step you will need some ready-mixed filler. The filler needs to be smooth, like the consistency of whipped cream. If yours is a little too thick, put some filler onto a piece of card and mix in water until it looks about right. Once you have your filler ready, paint it onto the roof. Before it dries, scrape vertical lines into the filler with a cocktail stick or something similar.



▲ *Scratching lines in the plaster filler will create a thatched effect on the roof.*

⑪ Painting the Building

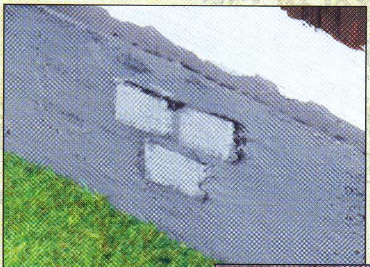
It is a good idea to undercoat scenery pieces before you start painting, just as you do with your miniature warriors. For models this big you may find it more convenient to use a spray undercoat as described in this Pack's Painting Workshop. After undercoating, paint the thatch brown. When this is dry, mix brown paint with white and dry-brush across the thatch. Mix flesh paint with white to make a light brown colour and paint the wall.



◄ *Dry-brush across the grain of the thatch.*

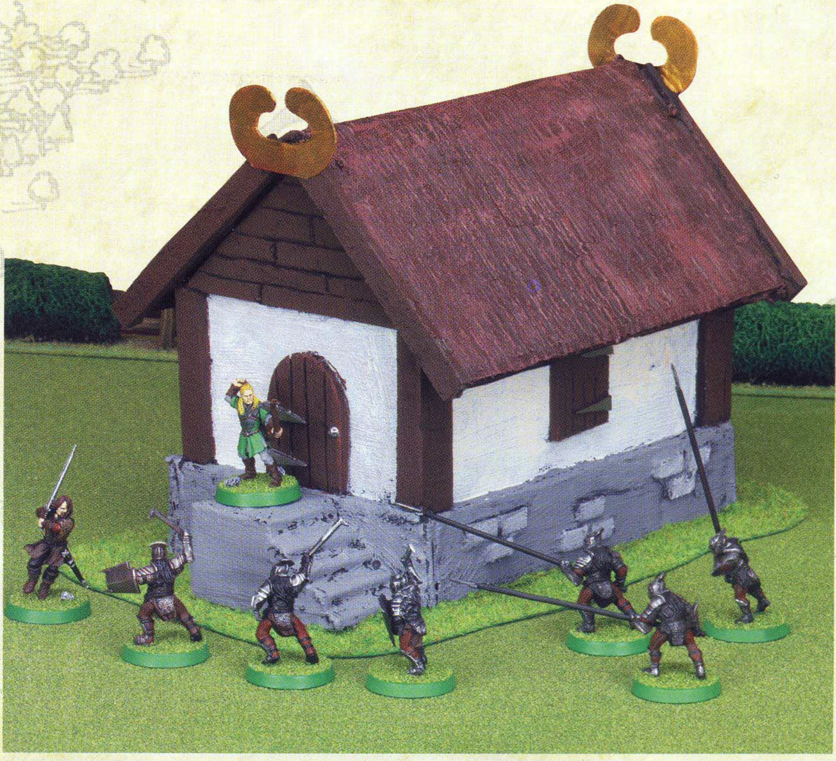
► *Mix enough paint to cover all the walls.*

Next, paint the foundations and steps grey and pick out the brickwork with a lighter grey. Finally, paint all the woodwork brown. When you have finished the building, paint the base green and flock it.



◄ *The foundations match the look of your walls from Pack 7.*

► *After painting the wood, paint any hinges or handles you have added with silver.*



▲ *Aragorn and Legolas protect the Rohirrim home from the Uruk-hai.*

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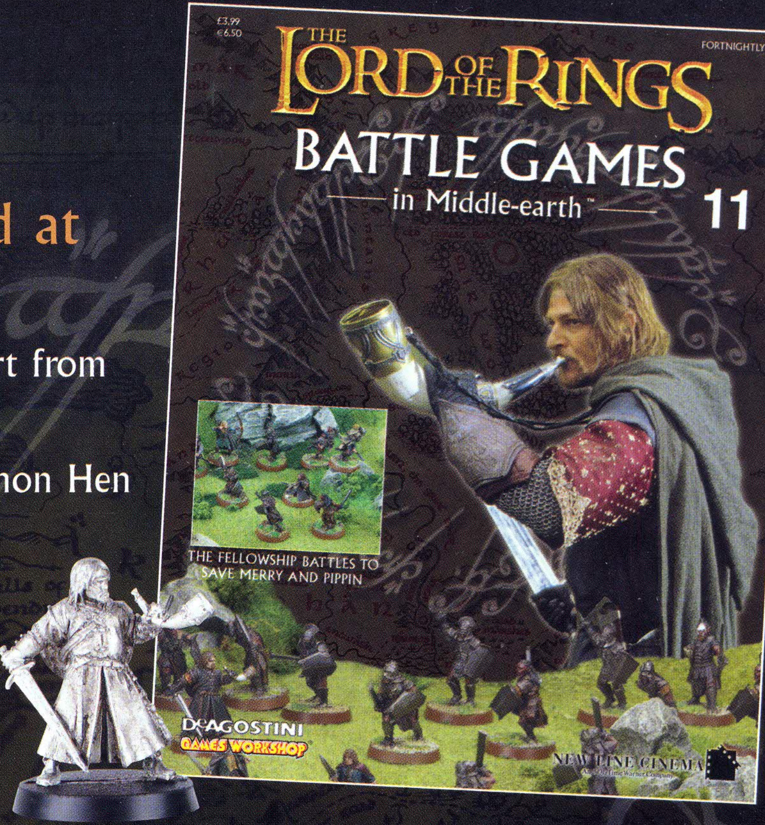
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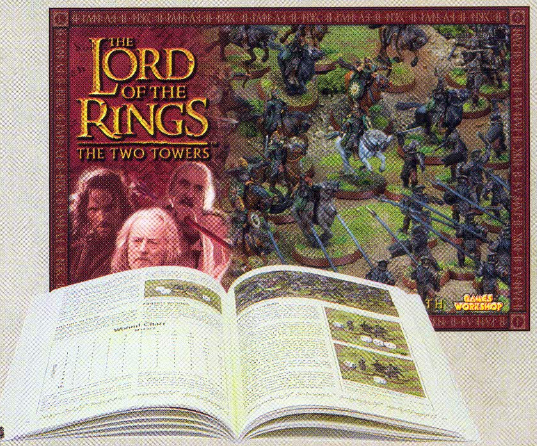
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